

SHEMSHIME'S

BEDTIME RHYME

DM RESOURCES PACK



CANDLEKEEP MYSTERIES

HEROIC MAPS

CONTENTS

Ah, an adventure set among the books. It's Candlekeep Mysteries fifth instalment, where players must be locked in the Firefly Cellar and quarantined. The guide is comprehensive and meticulous, leaving little for the DM to desire outside the book. But perhaps you'll need some item lists for those moments when players ask "what's here?" Read on...

Heroic Maps



In this DM resources supplement:

Page 1 Contents

How to use these resources
What else is included?

Page 2 Setting and Supplies

- Manuscripts on the shelves
- The Bespectacled Scholar statues
- In the pantry
- Preserves and pickles

Page 3 Personal Belongings

- Crinkle's curios and baubles
- Varnyr's books

Page 4 About us

Copyright information

How to use these resources

Settings and Supplies Use these tables for more detail about the library floors of the cellar and let your players know what characters can eat while trapped here.

Personal belongings If characters search the personal belongings in the Avowed characters' rooms, these tables will help fill in details of what they might find.

What else is included with this DM resource pack?

Full-sized maps for Candlekeep Mystery 5 Included with this set are highly-detailed, full-scale digital maps of the **3-floor Firefly Cellar:**

We have included:

- VTT-ready jpegs
- Print-quality pdfs
- Full-size jpegs for poster printing

Find the maps in the download section of your purchase library.



SETTING AND SUPPLIES

Manuscripts on the Shelves

The shelves of the Firefly Cellar hold travelogues and manuscripts detailing regional customs. If players ask about titles of books they might notice, consider using this roll table of appropriate volumes.

Manuscripts on the Firefly shelves

- | | |
|---|---|
| 1 | <i>Travels with my Elm Staff - Trails through the Trollbark Forest</i> by the Mage Torithyn Vandalar |
| 2 | <i>Cethby's Diary</i> concerning the boy's time lost at sea with his father |
| 3 | <i>Lurid Legends of the Pirate Isles</i> |
| 4 | <i>Collecting Recipes of Goblin Shamans in the Western Heartlands</i> by Fiff Balfar, Alchemist |
| 5 | <i>Culinary Customs of Cormyr</i> (loose leaves) |
| 6 | <i>Collected Dwarven Folktales concerning The Plain of Standing Stones</i> |
| 7 | <i>Ghost Stories of the Waterdavian Sewers</i> |
| 8 | <i>Our Adventures in the Nether Mountains</i> , the collated diaries of the Gricklow Sisterhood (4 volumes) |

The Bespectacled Scholar Statues

Four statues of scholars in spectacles remain of seven that once circled the top floor of the Firefly Cellar. Vanryr can answer character's questions about their identity.

The Scholar Statues

- | | |
|---|--|
| 1 | Reu the Weeping Bard, their eyes closed |
| 2 | Tinu the Wise Alchemist, who holds a conical flask |
| 3 | Da'a the King Scribe, their feet etched with runes |
| 4 | Abrine the Cartographer, whose robes show maps |
| 5 | Degut the Chronicler of Goblin (removed) |
| 6 | Marlez the Doctor with Empty Hands (removed) |
| 7 | Fengryah the Poet of Many Tongues (removed) |

A Well-stocked Pantry

The party have a night's stay in the old Avowed quarters before an indeterminate quarantine. They're probably going to get hungry. Luckily, the Firefly Cellar's kitchen has a well-stocked pantry. Whether the characters are allowed to dip into it, or must persuade a member of the library's staff to prepare them something, you might want to know the food it contains. Here are some suggestions.

In the Pantry

- | | |
|---|--|
| 1 | Several jars of a clarified vegetable stock |
| 2 | Strings of dried, spiced sausage chunks (bovine) |
| 3 | Various breads, inc chilli buns and rye cob loaves |
| 4 | A bag of dried cave mushrooms (purple and grey) |
| 5 | Some jars of rainbow carrot and potato soup |
| 6 | Cheeses, inc a soft, herbed white in leaves & a hard red |
| 7 | A basket of dried rice – a mixed-coloured round grain |
| 8 | Cakes, inc cocoa horns and million-flower bread |

In a Pickle

One of the bedrooms that the party are allocated for their stay in the Firefly Cellar contains a shelf of preserved fruits and pickled vegetables. While the characters are trapped in the cellar, they may feel like dipping into a jar. From what can they choose? Here are some of the bottled goods they might find.

Preserves and Pickles

- | | |
|---|---|
| 1 | Cleaned lemon slices in syrup, with shredded peel |
| 2 | Blue Honeyberry Jam (very sticky) |
| 3 | Fig and walnut preserve (chunky) |
| 4 | Yellow-spiced long peppers (whole, very hot) |
| 5 | Black garlic chutney, with black pepper & black onion |
| 6 | Pickled nopales (whole) |
| 7 | Shredded celeriac and daikon ferment (pungent) |
| 8 | Large pickled springpeas |

PERSONAL BELONGINGS

Crinkle's Collected Items

The adventure guide details that the Kenku Avowed Crinkle 'collects' items that catch her eye. Characters might want to take good care of their own possession lest Crinkle takes a fancy to anything among them.

The baubles and curios that Crinkle hoards are stashed in a secret storage compartment in her room. Shemshime's book is, of course, hidden there and the guide details a few other items. What other interesting or shiny things might Crinkle have? Here are some suggestions.

Crinkle's Curios and Baubles

- 1 A silver bookmark, intricately carved with a silhouette of Candlekeep.
- 2 A decorative inkpot made of faceted pink glass. The ink has dried up.
- 3 A small, gold brooch depicting a spider. It has eight tiny black gemstones for eyes.
- 4 A small tin containing a set of lockpicks. There is a picture of some blackberries painted on the outside.
- 5 A distinctive pewter tankard taken from the bar in The Hearth. The handle is shaped like a dripping candle.
- 6 A box of four mousetraps. They don't seem to have been used, but the mechanism seems unusually intricate and brutal.
- 7 A long box containing a set of watercolour paints. The brush is missing, but there are ten mostly intact pigment palettes. The box is varnished mahogany and polished to a shine.
- 8 A brass, clockwork firefly. The tail flickers when it's fully wound.



Books in Varnyr's Personal Collection

In Varnyr's bedroom, she has shelves worth of books that constitute her own personal library. Lovingly looked after, the books are catalogued using an indeterminate personal system and represent many of Varnyr's interests. If characters are able to search the shelves, what might they find? Here are some possible tomes.

Varnyr's Books

- 1 *The 100,000: A History of the Great Noble Houses of the Elves* - a pristine, wood-bound book in Common
- 2 *Praying Mantra – Words for States of Relaxation*
- 3 *Innovative Book-binding Techniques of the Gnomish Libraries* by Scribe Habert the Fourth
- 4 *Pinwarri's Regional Dialects of Elvish* (in Elvish)
- 5 *A Catalogue of Elven Books in Loudwater, as researched by Laerilinn Once of Loudwater*
- 6 *A Thousand Years in a Light of the Stars: a chronicle of the meditative practices of the Sage of the Wood* – a black leather-bound book with gold tooling (in Elvish)
- 7 *From Hovel to Home: Decorative Techniques for Small Spaces* by Lady Glaria Fenhigh
- 8 *Calligraphic Beauty: An illustrated History of Penmanship*

Be sure to check out Heroic Maps' other DM Resource packs for Candlekeep Mysteries on DM's Guild.



About Heroic Maps

We are Joe and Sarah and we've been designing and making digital RPG products as Heroic Maps since **2013**. You can find hundreds of our highly-detailed printable and VTT-ready battlemaps, modular tiles and terrain maps on [DrivethruRPG.com](https://www.drivethrurpg.com)

On Patreon, as well as making maps, we have been writing adventure supplements and game resources for GMs since 2017.

You can find us in the following places:

- Twitter: [@heroicmaps](https://twitter.com/heroicmaps)
- Patreon: patreon.com/heroicmaps
- Facebook: facebook.com/heroicmapsRPG
- Email: heroicmaps@gmail.com
- www.heroicmaps.com

Come and say hello!

DUNGEONS & DRAGONS, D&D, Forgotten Realms, Candlekeep, Firefly Cellar, Kenku, Shemshime, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material is by Sarah & Joe Bilton, Heroic Maps © 2021 and published under the Community Content Agreement for Dungeon Masters Guild

Map artwork © Heroic Maps, Joe & Sarah Bilton 2021

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, etc.), dialogue, plots, storylines, locations, and characters. Elements that have previously been designated as Open Game Content are not included in this declaration. Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.